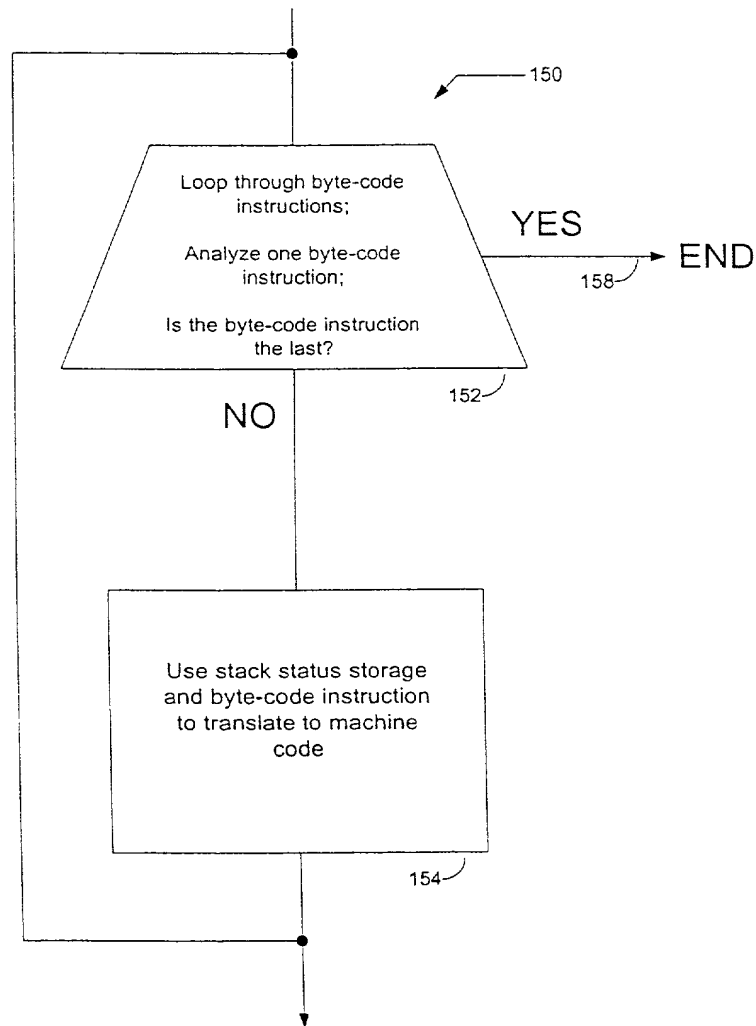


Traditional Byte-
Code Compilation

Pass 1

FIGURE 1A

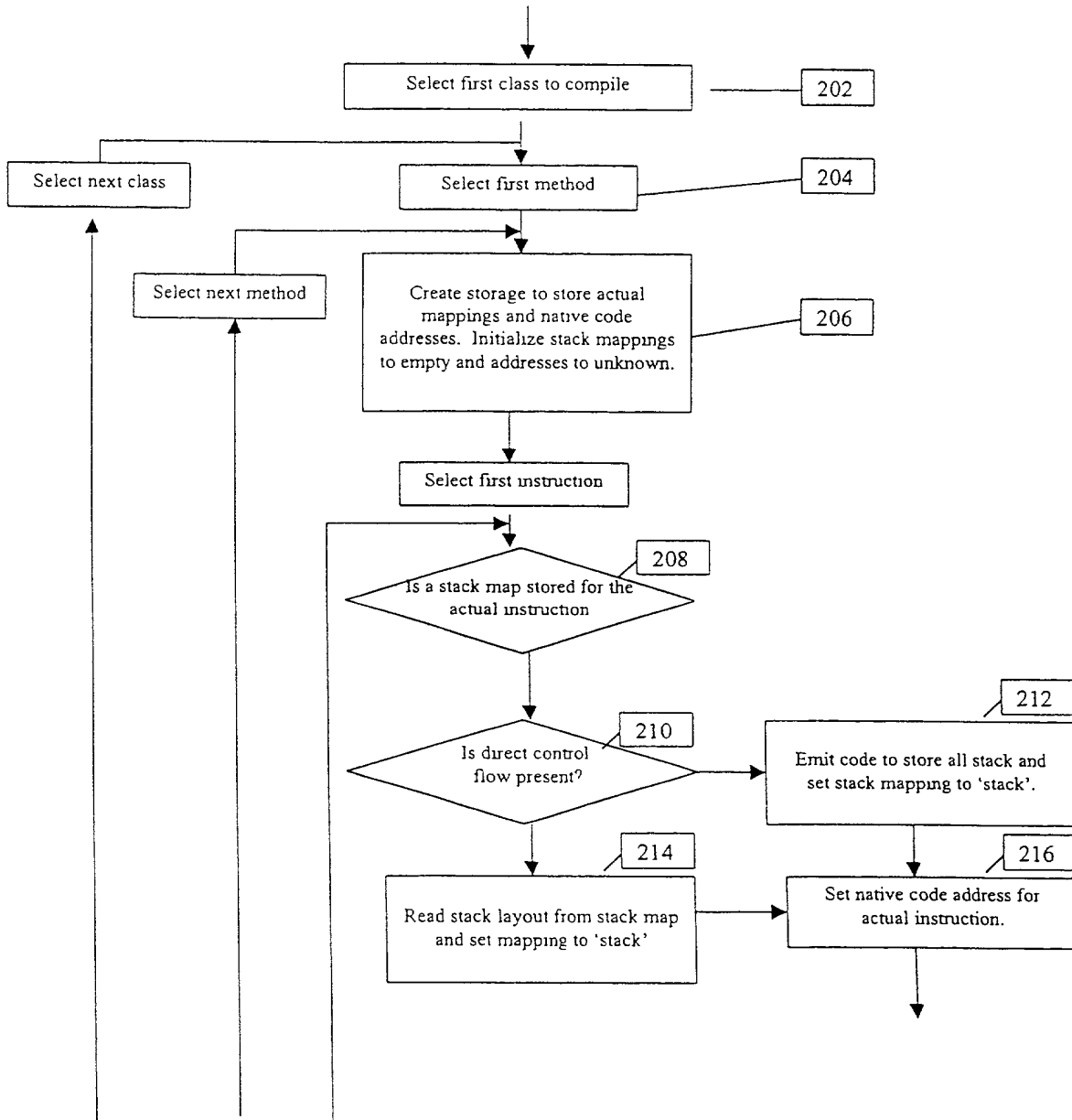


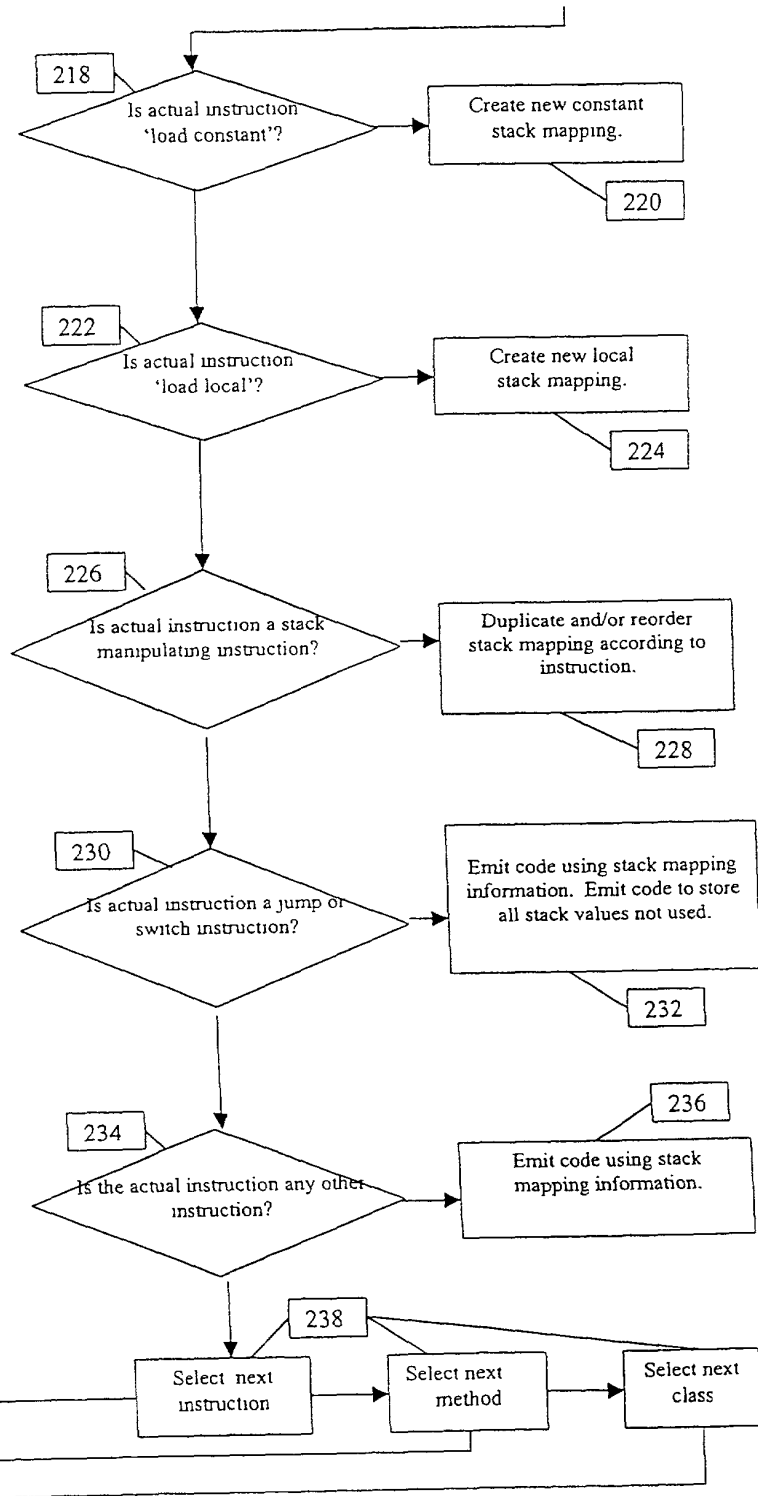
Traditional Byte-
Code Compilation

Pass 2

FIGURE 1B

FIGURE 2





Arrays of Fixed Size

For each value on the bytecode stack	A field showing actual mapping to storage in target machine	constant
		local
		temporary
		stack
	A field containing additional information	constant value
		slot number
		register number
For each target of a jump or switch instruction	A field to store native code address	

Required Data
Structures

FIGURE 3